

**WHAT WE CLAIM IS:**

1. A method of training acoustic models for use in phonetically spelled word models comprising:
  - using a training pronunciation guesser to generate a phonetic spelling, each including a sequence of phonemes, from the text spelling of each of a set of acoustic training words;
  - mapping sequences of sound associated with utterances of each of the training words against the corresponding sequence of phonemes defined by the phonetic spelling associated with the training word by the pronunciation guesser; and
  - for each of a plurality of said phonemes, using the sounds mapped against a given phoneme in one or more of said phonetic spellings to develop at least one acoustic phoneme model for the given phoneme.
2. A method as in claim 1 further including using the acoustic phoneme models in speech recognition performed against acoustic word models, where such a word model of a given word is composed of a sequence of the acoustic phoneme models corresponding to a phonetic spelling generated for the given word by a recognition pronunciation guesser.
3. A method as in claim 1 wherein 5% or more of the occurrences of vowel phonemes placed in the phonetic spellings of the acoustic training words by the training pronunciation guesser are phonetic spelling errors.

4. A method as in claim 3:

- further including using the acoustic phoneme models in speech recognition performed against acoustic word models of words, where the acoustic word model of a given word is composed of a sequence of the acoustic phoneme models corresponding to a phonetic spelling generated for the given word by a recognition pronunciation guesser; and

- wherein the recognition pronunciation guesser would make 50% or more of the same phonetic spelling errors made by the training pronunciation guesser in the acoustic training words if it were to generate phonetic spellings for the set of acoustic training words.

5. A method as in claim 4 wherein the recognition and acoustic training pronunciation guessers are the same pronunciation guesser.

6. A method as in claim 4 wherein the words whose guessed phonetic spellings are used in the speech recognition are peoples' names.

7. A method as in claim 6 wherein the speech recognition is used in telephone name dialing in which the speech recognition of a name is used to select a telephone number associated with that name that can be automatically dialed.

8. A method as in claim 7 wherein the speech recognition and name dialing are performed on a cellphone.

9. A method as in claim 8 further including:
- storing on said cellphone, for each of a plurality of commands words used to control the cellphone, a phonetic spelling of the command that comes from a source more accurate than the recognition pronunciation guesser; and
  - performing speech recognition on a given utterance by matching it against acoustic word models, each composed of a sequence of said acoustic phoneme models corresponding to one of said stored phonetic spellings of a command word; and
  - responding to an indication by the speech recognition that the given utterance corresponds to the phonetic spelling of a given one of the command words by causing the cellphone to perform the given command.
10. A method as in claim 8 further including:
- responding to the entry of a name by a user by having the recognition pronunciation guesser generate a phonetic spelling for the user-entered name; and
  - using the phonetic spelling of the user-entered name in the speech recognition.
11. A method as in claim 10 further including:
- for each of a plurality of common names, testing if the phonetic spelling produced for the name by the recognition pronunciation guesser is correct; and
  - for each of a plurality of said common names which are found not to have correct phonetic spellings generated for them by the recognition pronunciation guesser, storing on said cellphone a phonetic spelling

of the name that comes from a source more accurate than the recognition pronunciation guesser;  
-wherein said responding to the entry of a name by a user includes:

- checking to see if the name is one for which a phonetic spelling from the more accurate source has been stored;
- if so, using the more accurate spelling as the phonetic spelling for the user entered word in speech recognition; and
- if not, using the recognition pronunciation guesser to generate the phonetic spelling of the word and using that generated spelling in speech recognition.

12. A method as in claim 3 further including training the training pronunciation guesser by:

- obtaining the following data for each of a plurality of said pronunciation-guesser training words:

- a textual spelling for the word, comprised of a sequence of letters;
- a relatively reliable phonetic spelling for the word, comprised of a sequence of phonemes; and
- a measure of the frequency with which the word occurs; and

- using the data obtained for each of said pronunciation-guesser training words to train the pronunciation guesser, including:

- for each pronunciation-guesser training word, mapping the sequence of letters of the training word's textual spelling against the sequence of

phonemes of the relatively reliable phonetic spelling; and  
--using the resulting letter-to-phoneme mappings to train the pronunciation guesser;  
-wherein the using of said letter-to-phoneme mappings includes varying the weight given to a given letter-to-phoneme mapping in the training of the pronunciation guesser as a function of the frequency measure of the word in which such a mapping occurs.

13. A method as in claim 12 wherein the ratio of the weight given to a letter-to-phoneme mapping relative to the frequency of the given word in which the mapping occurs decreases as the frequency of the given word increases.

14. A method as in claim 1 wherein a majority of said acoustic phoneme models are multiphone models, each of which represents the sound of a given phoneme when it occurs in a given phonetic spelling context defined by one or more phonemes occurring before or after the given phoneme in a phonetic spelling.

15. A method as in claim 1 wherein a majority of said acoustic phoneme models are monophone models in which a given acoustic model represents the sounds of a given phoneme in all the phonetic spelling contexts in which it can occur in said phonetic spellings.

16. A method as in claim 1 wherein the acoustic training words are English words.

17. A method as in claim 1 wherein the pronunciation guesser is trained on a representative distribution of names from US phone books.

18. A method as in claim 17 wherein the training pronunciation guesser is sufficiently errorful that 5% or more of the occurrences of vowel phonemes the training pronunciation guesser would place in the phonetic spellings of such a set of names, if generating their phonetic spellings, would be phonetic spelling errors.

19. A method of making a speech recognition enabled computing system comprising:

- training a set of acoustic phoneme models by:
  - using a training pronunciation guesser to generate a phonetic spelling, each including a sequence of phonemes, from the text spelling of each of a set of acoustic training words;
  - mapping sequences of sound associated with one or more utterances of each of the training words against the sequence of phonemes defined by the phonetic spelling associated with the training word by the pronunciation guesser; and
  - for each of a plurality of said phonemes, using the sounds mapped against a given phoneme in one or more of said phonetic spellings to develop at least one acoustic phoneme model for the given phoneme; and
- storing in machine readable memory of the computing system being made the following:
  - recognition pronunciation guessing programming for generating a phonetic spelling, comprised of

a sequence of phonemes, from a textual spelling of a word;

- said set of acoustic phoneme models, including at least one for modeling the speech sounds associated with each phoneme used in the phonetic spellings generated by the recognition pronunciation guessing programming;
- speech recognition programming for recognizing an utterance by scoring the match between a sequence of the utterance's speech sounds and a sequence of said acoustic phoneme models associated with the phonetic spelling of each of a plurality of words; and
- programming for enabling the speech recognition programming to perform recognition against a sequence of said acoustic phoneme models associated with a phonetic spelling generated by the pronunciation guessing programming;

-wherein:

- 5% or more of the occurrences of vowel phonemes placed in the phonetic spellings of the acoustic training words by the training pronunciation guesser are phonetic spelling errors; and
- the recognition pronunciation guessing programming would make 50% or more of the same phonetic spelling errors as are made by the training pronunciation guesser when generating phonetic spellings for the acoustic training words.

20. A method as in claim 19 further including storing in said machine readable memory programming for:

-enabling a user to enter the text spelling of a name into the system in association with an item upon which the system can perform a given function;  
-responding to such a user's entry of a name into the system by causing the pronunciation guessing programming to generate a phonetic spelling from the text spelling of the entered name;  
-responding to a user's utterance by having the speech recognition programming score the match between the sound of the utterance and sequences of said acoustic phoneme models corresponding to the phonetic spellings generated by the pronunciation guessing programming for each of one or more user entered names; and  
-determining whether to perform the given function on the item associated with a given user-entered name as a function of the score produced by the speech recognition programming for the utterance against the phonetic spelling of the given user-entered name.

21. A method as in claim 20 wherein:

-the item associated with a user-entered name includes a phone number; and  
-the given function is the dialing of the phone number associated with a user-entered name selected as a function of the score produced by the speech recognition programming.

22. A method as in claim 21 wherein the system is a cellphone.

23. A method as in claim 20:



-further including storing in said machine readable memory correct phonetic spellings for a plurality of names the recognition pronunciation guessing programming phonetically misspells; and  
-wherein said programming for responding to a user's entry of a name into the system includes programming for responding to the user's entry of a given name for which a correct phonetic spelling has been stored by causing said correct phonetic spelling to be used as the phonetic spelling for the given user-entered name in matching performed by the speech recognition programming instead of a phonetic spelling generated for the given name by said recognition pronunciation guessing programming.

24. A method as in claim 23 wherein said speech recognition programming uses the same acoustic phoneme models for a given phoneme in a given phonetic context in said correct phonetic spellings as it uses for the same phoneme in the same phonetic context in phonetic spellings generated by the pronunciation guessing programming.

25. A method as in claim 20 further including storing in said machine readable memory:

- a correct phonetic spelling for each of a plurality of commands;
- command recognition programming for causing the speech recognition programming to perform recognition of utterances against sequences of said acoustic phoneme models corresponding to the stored correct phonetic spellings of said commands; and

-programming for determining whether to perform a given command as a function of the score produced by the speech recognition programming of a given utterance against the correct phonetic spelling of the given command.

26. A speech recognition system comprising:

- machine readable memory storing;
  - pronunciation guessing programming for generating a phonetic spelling, comprised of a sequence of phonemes, from a textual spelling of a word;
  - a set of acoustic phoneme models, including at least one for modeling the speech sounds associated with each phoneme used in the phonetic spellings generated by the pronunciation guessing programming;
  - speech recognition programming for recognizing an utterance by scoring the match between a sequence of the utterance's speech sounds and a sequence of said acoustic phoneme models associated with the phonetic spelling of each of a plurality of word models; and
  - programming for enabling the speech recognition programming to perform recognition against phonetic spellings generated by the pronunciation guessing programming;
- wherein:
  - each of said acoustic models represents a phoneme in phonetic context;
  - each of a plurality of said acoustic models is a blended acoustic model that represents a given

phoneme in a given phonetic context as a distribution of sounds corresponding to utterances of the given phoneme and utterances of an associated set of one or more other phonemes; and

--over the plurality of blended acoustic models, the relative weight allocated, in a given acoustic model representing a given phoneme in a given phonetic context, between sounds of utterances of the given phoneme and each of the given phoneme's associated phonemes varies as a function of the frequency with which the pronunciation guessing programming places the given phoneme in a position in a phonetic spelling in the given phonetic context where the correct phoneme for the position is, respectively, the given phoneme and each of said associated phonemes.

27. A system as in claim 26 wherein said machine readable memory further stores programming for:

- enabling a user to enter the textual spelling of a word into the system;
- responding to such a user's entry of a word into the system by causing the pronunciation guessing programming to generate a phonetic spelling from the textual spelling of the entered word; and
- responding to a user's utterance by having the speech recognition programming score the match between the sound of the utterance and sequences of acoustic phoneme models corresponding to the phonetic spellings

generated by the pronunciation guessing programming for each of one or more user entered words.

28. A system as in claim 27 wherein:

- said machine readable memory further stores correct phonetic spellings for a plurality of words the pronunciation guessing programming phonetically misspells; and
- said responding to a user's entry of a word into the system includes responding to the user's entry of a given word for which a correct phonetic spelling has been stored by causing said correct phonetic spelling to be used as the phonetic spelling that is used, in conjunction with said acoustic phoneme models, to represent the given user-entered word in the matching performed by the speech recognition programming instead of a phonetic spelling generated for the given name by said recognition pronunciation guessing programming.

29. A method as in claim 28 wherein said speech recognition programming uses the same blended acoustic phoneme models for a given phoneme in a given phonetic context in said correct phonetic spellings as it uses for the same phoneme in the same phonetic context in phonetic spellings generated by the pronunciation guessing programming.

30. A system as in claim 27 wherein said machine readable memory further stores:

- a correct phonetic spelling for each of a plurality of commands;

- command recognition programming for causing the speech recognition programming to perform recognition of utterances against sequences of said acoustic phoneme models, including said blended acoustic phoneme models, corresponding to the stored correct phonetic spellings of said commands; and
- programming for determining whether to perform a given command as a function of the score produced by the speech recognition programming of a given utterance against the correct phonetic spelling of the given command.

31. A speech recognition system comprising:

- a pronunciation guesser for generating a phonetic spelling, comprised of a sequence of phonemes, from a textual spelling of a word;
- machine readable memory storing a set of acoustic phoneme models, including at least one for modeling the speech sounds associated with each phoneme used in the phonetic spellings generated by the pronunciation guesser;
- a speech recognizer for recognizing an utterance by scoring the match between a sequence of the utterance's speech sounds and a sequence of said acoustic phoneme models associated with the phonetic spelling of each of a plurality of word models; and
- circuitry for enabling the speech recognizer to perform recognition against phonetic spellings generated by the pronunciation guesser;

-wherein:

- each of said acoustic models represents a phoneme in a phonetic context;

--each of a plurality of said acoustic models is a blended acoustic model that represents a given phoneme in a given phonetic context as a distribution of sounds corresponding to utterances of the given phoneme and utterances of an associated set of one or more other phonemes; and

--over the plurality of blended acoustic models, the relative weight allocated, in a given acoustic model representing a given phoneme in a given phonetic context, between sounds of utterances of the given phoneme and each of the given phoneme's associated phonemes varies as a function of the frequency with which the pronunciation guesser places the given phoneme in a position in a phonetic spelling in the given phonetic context where the correct phoneme for the position is, respectively, the given phoneme and each of said associated phonemes.

32. A system as in claim 31 further including circuitry for:

- enabling a user to enter the textual spelling of a word into the system;
- responding to a user's entry of a word into the system by causing the pronunciation guesser to generate a phonetic spelling from the textual spelling of the entered word; and
- responding to a user's utterance by having the speech recognizer score the match between the sound of the utterance and sequences of acoustic models corresponding to the phonetic spellings generated by

the pronunciation guessing programming for each of one or more user entered words.

33. A system as in claim 32 wherein:

- said machine readable memory further stores correct phonetic spellings for a plurality of words the pronunciation guesser phonetically misspell; and
- said responding to a user's entry of a word into the system responds to the user's entry of a given word for which a correct phonetic spelling has been stored by causing said correct phonetic spelling to be used as the phonetic spelling for the given user-entered word in the matching performed by the speech recognizer.

34. A method as in claim 33 wherein said speech recognizer uses the same blended acoustic phoneme models for a given phoneme in a given phonetic context in said correct phonetic spellings as it uses for the same phoneme in the same phonetic context in phonetic spellings generated by the pronunciation guesser.

35. A system as in claim 32:

- wherein said machine readable memory further stores a correct phonetic spelling for each of a plurality of commands; and
- said system further includes:
  - command recognition circuitry for causing the speech recognizer to perform recognition of utterances against sequences of said acoustic phoneme models corresponding to the stored correct phonetic spellings of said commands; and

- circuitry for determining whether to perform a given command as a function of the score produced by the speech recognizer for a given utterance against the correct phonetic spelling of the given command;
- wherein said speech recognizer uses the same blended acoustic phoneme models for a given phoneme in a given phonetic context in said correct command phonetic spellings as it uses for the same phoneme in the same phonetic context in phonetic spellings generated by the pronunciation guesser.

36. A system as in claim 31 wherein:

- the pronunciation guesser is such that it would produce phonetic spellings in which 5% or more of the individual occurrences of vowel phonemes are phonetic misspellings when generating the phonetic spellings of a given vocabulary VST02-1 for which the pronunciation guesser has been trained to generate phonetic spellings;
- each of said acoustic models represents a phoneme in a phonetic context;
- each of a set of said acoustic models, including at least one acoustic model for each of a plurality of the vowel phonemes used by the pronunciation guesser, is a blended acoustic model that represents a given phoneme in a given phonetic context as a distribution of sounds corresponding to utterances of the given phoneme and utterances of an associated set of one or more other phonemes; and
- over the plurality of blended acoustic models, the relative weight allocated, in a given acoustic model



representing a given phoneme in a given phonetic context, between sounds of utterances of the given phoneme and each of the given phoneme's associated phonemes is correlated with the frequency with which the pronunciation guesser would place, when generating phonetic spelling for the given vocabulary, the given phoneme in a position in a phonetic spelling within the given phonetic context where the correct phoneme for the position is, respectively, the given phoneme and each of said associated phonemes.

37. A speech recognition system comprising:

- machine readable memory storing;
  - pronunciation guessing programming for generating a phonetic spelling, comprised of a sequence of phonemes, from a textual spelling of a word;
  - a set of acoustic phoneme models, including at least one for modeling the speech sounds associated with each phoneme used in the phonetic spellings generated by the pronunciation guessing programming;
  - speech recognition programming for recognizing an utterance by scoring the match between a sequence of the utterance's speech sounds and a sequence of said acoustic phoneme models associated with the phonetic spelling of each of a plurality of word models; and
  - programming for enabling the speech recognition programming to perform recognition against phonetic spellings generated by the pronunciation guessing programming;

-wherein:

--the pronunciation guessing programming would produce phonetic spellings in which 5% or more of the individual occurrences of vowel phonemes are phonetic misspellings when generating the phonetic spellings of a given vocabulary for which the pronunciation guesser has been trained to generate phonetic spellings;

--each of said acoustic models represents a phoneme in a phonetic context;

--each of a plurality of said acoustic models, including at least one acoustic model for at least a plurality of vowel phonemes used by the pronunciation guessing programming, is a blended acoustic model that represents a given phoneme in a given phonetic context as a distribution of sounds corresponding to utterances of the given phoneme and utterances of an associated set of one or more other phonemes; and

--over the plurality of blended acoustic models, the relative weight allocated, in a given acoustic model representing a given phoneme in a given phonetic context, between sounds of utterances of the given phoneme and each of the given phoneme's associated phonemes is correlated with the frequency with which the pronunciation guessing programming would place, when generating phonetic spelling for the given vocabulary, the given phoneme in a position in a phonetic spelling within the given phonetic context where the correct phoneme for the position is,

respectively, the given phoneme and each of said associated phonemes.

38. A speech recognition system as in Claim 37 wherein a majority of said blended acoustic models are multiphone models, each of which represents the sound of a given phoneme when it occurs in a given phonetic spelling context defined by one or more phonemes occurring before or after the given phoneme in a phonetic spelling.

39. A speech recognition system as in Claim 37 wherein a majority of said blended acoustic models are non-multiphone models in which a given acoustic model represents the sounds of a given phoneme in all the phonetic spelling contexts in which it can occur in said phonetic spellings.

40. A system as in claim 37 wherein said machine readable memory further stores programming for:

- enabling a user to enter the text spelling of a name into the system in association with an item upon which the system can perform a given function;
- responding to such a user's entry of a name into the system by causing the pronunciation guessing programming to generate a phonetic spelling from the text spelling of the entered name;
- responding to a user's utterance by having the speech recognition programming score the match between the sound of the utterance and sequences of said acoustic phoneme models corresponding to the phonetic spellings generated by the pronunciation guessing programming for each of one or more user entered names; and

-determining whether to perform the given function on the item associated with a given user-entered name as a function of the score produced by the speech recognition programming for the utterance against the given user-entered name.

41. A system as in claim 40 wherein a user-entered name is a person's name.

42. A system as in claim 40 wherein:

- the item associated with a user-entered name includes a phone number; and
- the given function is the dialing of the phone number associated with the user-entered name selected by the speech recognition programming.

43. A system as in claim 42 wherein the system is a cellphone.

44. A system as in claim 40 wherein:

- said machine readable memory further stores correct phonetic spellings for a plurality of names the pronunciation guessing programming phonetically misspell; and
- said responding to a user's entry of a name into the system responds to the user's entry of a given name for which a correct phonetic spelling has been stored by causing said correct phonetic spelling to be used as the phonetic spelling for the given user-entered name in the matching performed by the speech recognition programming.

45. A method as in claim 44 wherein said speech recognition programming uses the same blended acoustic phoneme models for a given phoneme in a given phonetic context in said correct phonetic spellings as it uses for the same phoneme in the same phonetic context in phonetic spellings generated by the pronunciation guessing programming.

46. A system as in claim 40 wherein said machine readable memory further stores:

- a correct phonetic spelling for each of a plurality of commands;
- command recognition programming for causing the speech recognition programming to perform recognition of utterances against sequences of said acoustic phoneme models, including said blended acoustic phoneme models, corresponding to the stored correct phonetic spellings of said commands; and
- programming for determining whether to perform a given command as a function of the score produced by the speech recognition programming of a given utterance against the correct phonetic spelling of the given command.

47. A system as in claim 37 wherein a blended acoustic phoneme model representing a given phoneme in a given phonetic context does so without representing which portions of the model's blended distribution of speech sounds are associated with the given phoneme and which are associated with one or more of the given phoneme's associated phonemes.

48. A system as in claim 37 wherein said machine readable memory further stores:

- a pure acoustic phoneme model associated with each of a plurality of phonemes, each of which represents the sound of a given phoneme in a phonetic context with less blending from other phonemes than a corresponding blended acoustic phoneme model for the phoneme;
- for each of said blended acoustic phoneme models, a representation of the relative blending weights to be given to the model's given phoneme and to each of the given phoneme's associated phonemes in the blended acoustic model; and
- programming for creating, for each given one of a plurality of blended acoustic phoneme models, a representation for use by the speech recognition programming of the blend between the model's given phoneme and the given phoneme's associated phonemes from a combination of the pure acoustic phoneme models corresponding to the given phoneme and the given phoneme's associated phonemes, based on the representation of relative blending weights stored for the given blended acoustic model; and

49. A system as in claim 48 wherein said programming for creating said blended a representation for use by the speech recognition programming of the blended acoustic phoneme model of a given phoneme creates the blended representation of the speech sounds associated with utterances of the given phoneme and the given phoneme's associated phonemes that does not separately represent which portions of the blended distribution of speech sounds

are associated with the given phoneme and which portions are associated with one or more of the given phoneme's associated phonemes.

50. A system as in claim 48 wherein said programming for . creating said blended a representation for use by the speech recognition programming of a given blended acoustic phoneme model of a given phoneme does so by causing the speech recognition programming to compare the portion of an utterance that is mapped against the given blended acoustic phoneme model in a given phonetic spelling against the pure acoustic phoneme models of the given phoneme and the given phoneme's associated phonemes.

51. A system as in claim 50 wherein the score of the match against pure models of the given phoneme and the given phoneme's associated phonemes is a function not only of the degree of match against the pure model of such phonemes, but also of the relative blending weights stored in association with each of those phonemes.

52. A system as in claim 48 wherein said machine readable memory further stores programming for responding to one or more training utterances of words by a user of the system by:

- mapping the sounds of said one or more training utterances against word models, where each such word model includes a correct phonetic spelling and a sequence of the one or more pure acoustic phoneme models associated with said phonetic spelling;
- altering each pure acoustic phoneme models against which a portion of one or more utterances is mapped to

better represent the training utterance sounds mapping against the pure acoustic phoneme model; and  
--causing the programming for creating the representation of the blend between a blended acoustic phoneme model's given phoneme and the given phoneme's associated phonemes to create such a blended representation from a combination of pure acoustic phoneme models that have been altered in response to said training utterances.

53. A method of training a pronunciation guesser comprising:

- obtaining the following data for each of a plurality of said pronunciation-guesser training words:
  - a textual spelling for the word, comprised of a sequence of letters;
  - a phonetic spelling for the word, comprised of a sequence of phonemes; and
  - a measure of the frequency with which the word occurs;
- using the data obtained for each of said pronunciation-guesser training words to train the pronunciation guesser, including:
  - for each pronunciation-guesser training word, mapping the sequence of letters of the training word's textual spelling against the sequence of phonemes of the phonetic spelling for the training; and
  - using the resulting letter-to-phoneme mappings to train the pronunciation guesser;



-wherein the using of said letter-to-phoneme mappings includes varying the weight given to a given letter-to-phoneme mapping in the training of the pronunciation guesser as a function of the frequency measure of the word in which such a mapping occurs.

54. A method as in Claim 53 wherein said words are names

55. A method as in Claim 53 wherein said pronunciation guesser being trained is a D-Tree pronunciation guesser.

56. A method as in Claim 53 wherein the ratio of training weight to frequency is less for more frequent words than for less frequent words.

57. A method as in Claim 56 wherein the training weight varies as function of frequency raised to power less than 1

58. A method as in Claim 53 further including:

- using the pronunciation guesser to generate a phonetic spelling of a word; and
- using a text-to-speech synthesizer to generate the sound of the word from said phonetic spelling.

59. A method as in Claim 58 wherein:

- said using of the pronunciation guesser includes responding to the entry of a name by a user by having the pronunciation guesser generate a phonetic spelling for the user-entered name;
- said method further includes performing speech recognition against acoustic word models of the user-entered names, each of which is composed of a sequence

of acoustic phoneme models corresponding to a phonetic spelling generated for the name by the pronunciation guesser, to select a given word as best matching an utterance; and

-the use of the text-to-speech synthesizer includes indicating to a user which name has been selected by the speech recognition by having the text-to-speech synthesizer generate the sound of the recognized name.

60. A method as in Claim 59 wherein:

-said user entered names are names associated with phone numbers;

-said method further includes responding to the selection of a name by the speech recognition by automatically dialing the phone number associated with the recognized name; and

-wherein the indicating to a user of which name has been recognized is performed to inform the user of which name the speech recognition has selected.